

THE POWER OF HE-MAN ^{TM†}

INSTRUCTIONS

(For 1 Player)

Guide HE-MAN through the dangers of ETERNIA. It's 28 long and torturous miles from the workshop of MAN-AT-ARMS^{TM†} to CASTLE GRAYSKULL^{TM†}. The EVIL WARRIORS^{TM†} are waiting for you along the way with ENERGY BOLTS and WARP TRAKKERS. If you make it to CASTLE GRAYSKULL, SKELETOR^{TM†} himself is ready to stop you with ROLLING WALLS and LASER BLASTS. Defeat them all BY THE POWER OF GRAYSKULL.

For Your Atari® 2600 Game System

†MASTERS OF THE UNIVERSE, HE-MAN, SKELETOR, WIND RAIDER, EVIL WARRIORS, MAN-AT-ARMS, and CASTLE GRAYSKULL are trademarks owned by and used under license from Mattel, Inc.

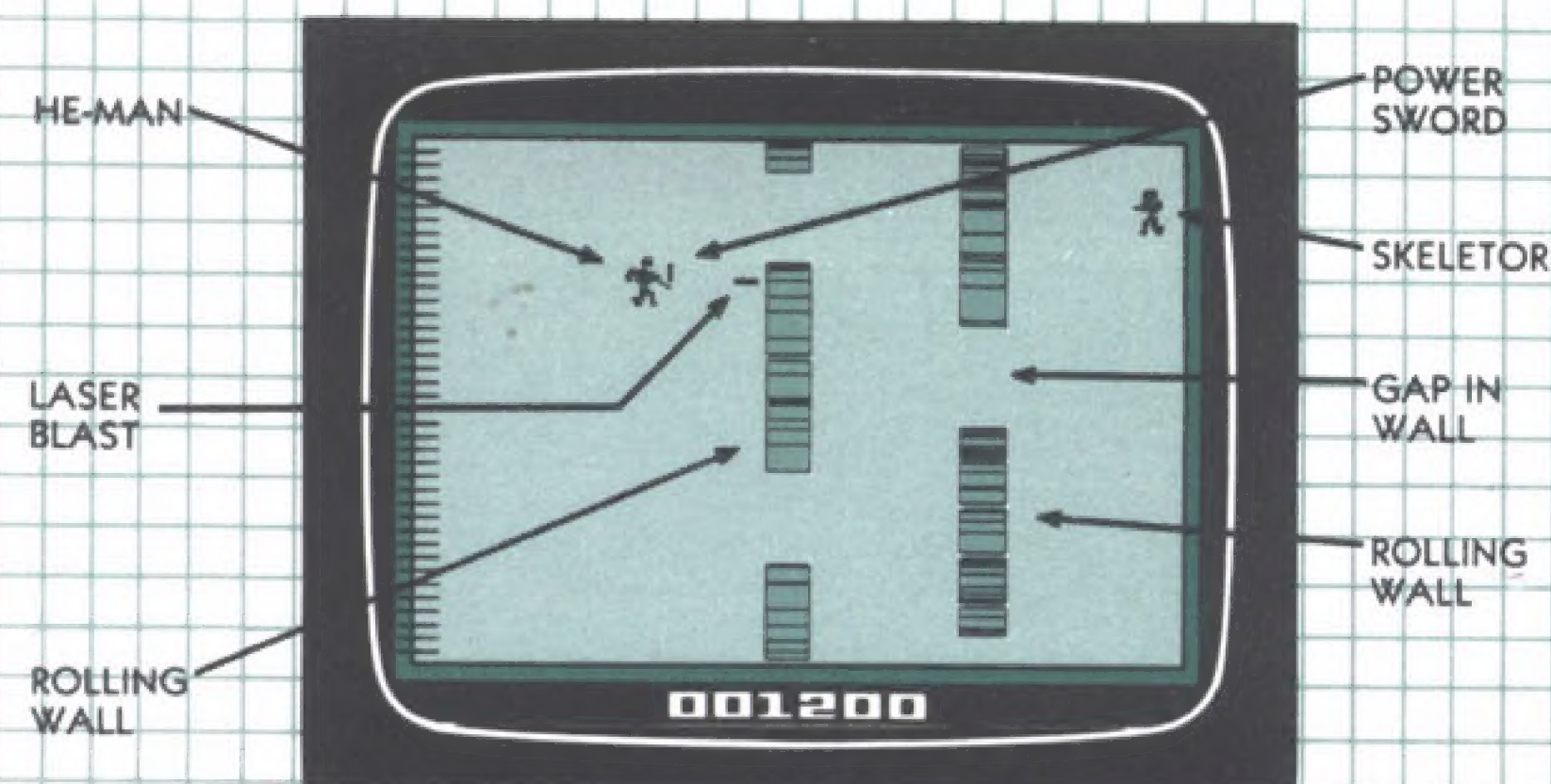
*ATARI is a trademark of ATARI INC.

THE GAME



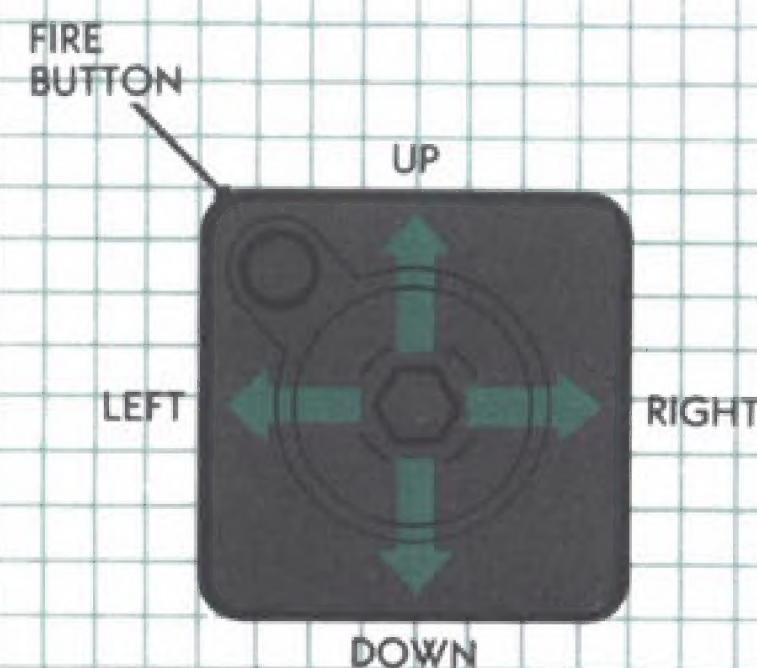
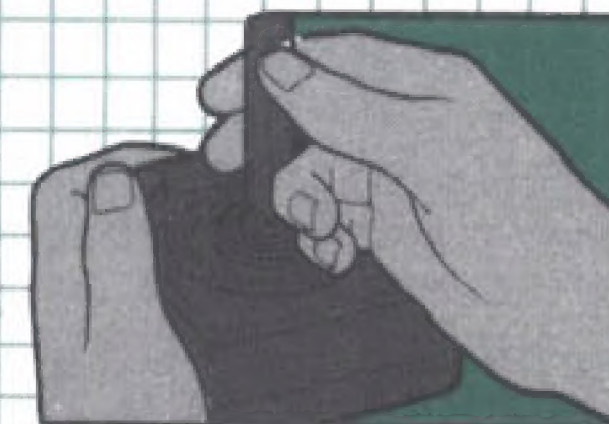
The object of the game is to score as many points as possible while guiding HE-MAN in battle against his evil foes. During the first half of the game, HE-MAN is at the controls of his trusty WIND RAIDER. He must fly the 30 miles from the workshop of MAN-AT-ARMS to CASTLE GRAYSKULL. Nearly every mile of this terrain could end the quest of HE-MAN. EVIL WARRIORS hurl deadly WARP TRAKERS and ENERGY BOLTS at HE-MAN as he flies overhead. He defends himself with the ION CANNON, MUTRON BOMBS, and fearless flying maneuvers. With enough skill and luck, you can fly HE-MAN to CASTLE GRAYSKULL, but that's only half the battle.

Once you land the WIND RAIDER on CASTLE GRAYSKULL, you are magically projected inside a dungeon room to battle SKELETOR. The room has two moving walls. Each wall has three gaps. The walls are always in motion and the gaps are never still. HE-MAN uses the gaps to reach SKELETOR. SKELETOR is moving and firing LASER BLASTS at HE-MAN while he tries to pass through the gaps. HE-MAN defends himself from the LASER BLAST with his POWER SWORD. If HE-MAN touches SKELETOR, the victory screen plays and you can move on to the next level.



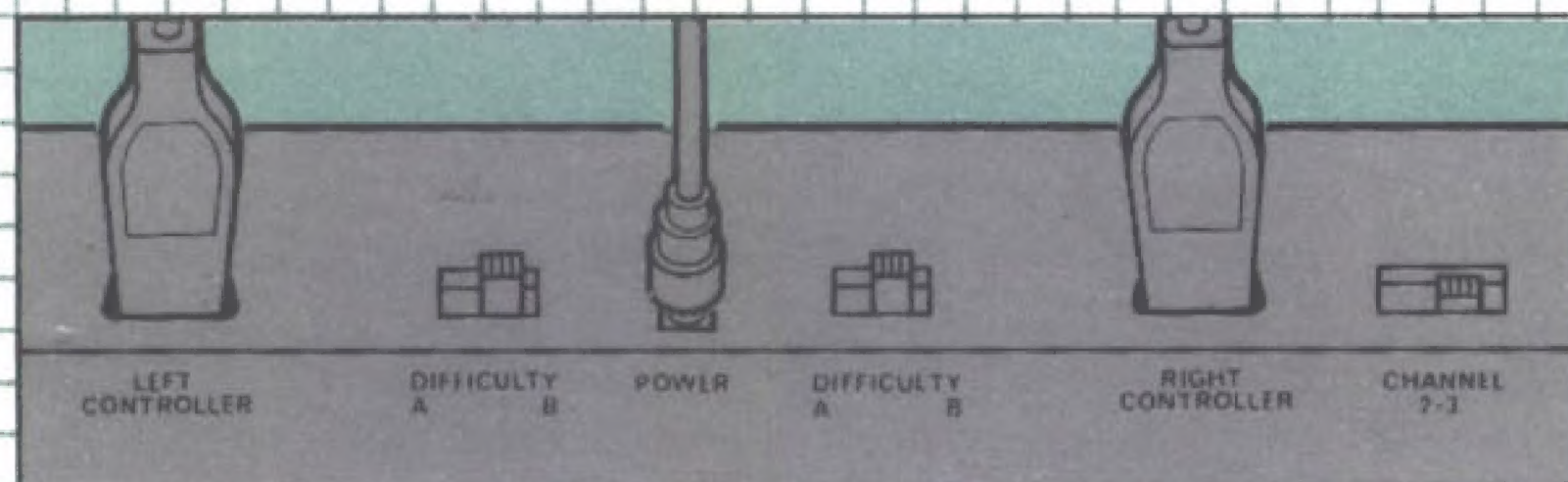
CONTROLLERS

Use your LEFT joystick controller to control the direction of your WIND RAIDER or HE-MAN. Be sure your controller cable is securely plugged into the back of your game console. Hold the controller so the red FIRE BUTTON is to your UPPER LEFT.



- Push joystick LEFT to move WIND RAIDER or HE-MAN LEFT.
- Push joystick RIGHT to move WIND RAIDER or HE-MAN RIGHT.
- Push joystick FORWARD to move WIND RAIDER or HE-MAN UP.
- Pull joystick BACK to move WIND RAIDER or HE-MAN DOWN.

DIFFICULTY SWITCHES



LEVEL OF DIFFICULTY IS ONLY CONTROLLED BY THE LEFT DIFFICULTY SWITCH.

The A position starts the game at level 1 (for beginners). The B position starts the game at level 3. (Level 2 can be reached only by completing level 1.)

The right difficulty switch freezes the action. In position A, the game plays normally. In position B, the action freezes. Start the game in position A. This switch can be used to show a friend a particular screen or for a rest period.

The TV TYPE switch determines whether the ION CANNON will be single or rapid fire. For single fire, select B*W. For rapid fire, select COLOR.

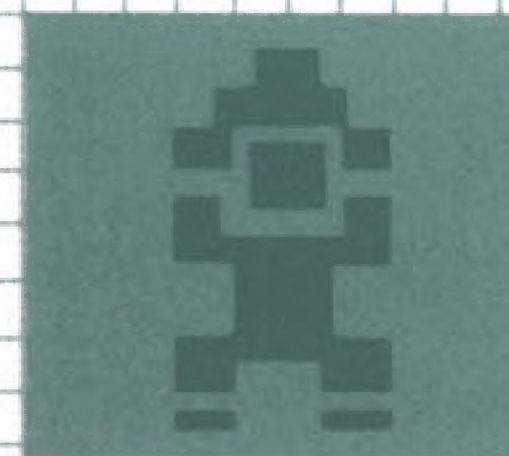
ACTION!

To start the game, turn the power on. The title screen shows PRINCE ADAM magically transforming into HE-MAN. The game begins with HE-MAN in his WIND RAIDER. To start the game sooner, press the fire button. To restart the game at the end of a game, press RESET. The game starts as soon as you move the WIND RAIDER.

PART ONE

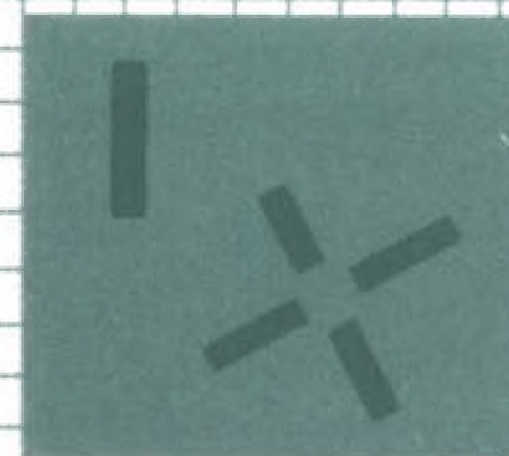
THE QUEST FOR CASTLE GRAYSKULL™

There are two halves to the MASTERS OF THE UNIVERSE game. The first half is The Quest for CASTLE GRAYSKULL. You control HE-MAN in his WIND RAIDER. Your goal is to fly the 30 treacherous miles from the workshop of MAN-AT-ARMS™ to CASTLE GRAYSKULL. You may choose either direction to fly in, but it is best to keep going in the same direction once you've started.



EVIL WARRIORS

The EVIL WARRIORS are sent by SKELETOR to threaten HE-MAN on nearly every mile of his journey. Each EVIL WARRIOR, including one who is invisible, is equipped with two types of weapons — ENERGY BOLTS and WARP TRAKKERS.



ENERGY BOLTS and WARP TRAKKERS

ENERGY BOLTS are hurled by the EVIL WARRIORS. They travel straight up. If they hit you, you lose one WIND RAIDER. But if you dodge them, they don't follow you.

WARP TRAKKERS are also hurled by the EVIL WARRIORS. They home in on your WIND RAIDER wherever you move it. If they hit you, you lose one WIND RAIDER.

WIND RAIDER™



HE-MAN starts with three WIND RAIDERS to help him get to CASTLE GRAYSKULL. HE-MAN can replace destroyed WIND RAIDERS if he can make it back to the workshop of MAN-AT-

ARMS with at least one WIND RAIDER intact and enough energy units to get a new one. He simply lands the last WIND RAIDER on the workshop and he is able to exchange energy units for more ships. The ships cost 100 x (current playing level) energy units apiece. You may never have more than three ships. If you lose all your ships, the game is over.

ION CANNON

The ION CANNON is the only defense against the WARP TRAKKER. Line up your WIND RAIDER in front of the WARP TRAKKER and press the fire



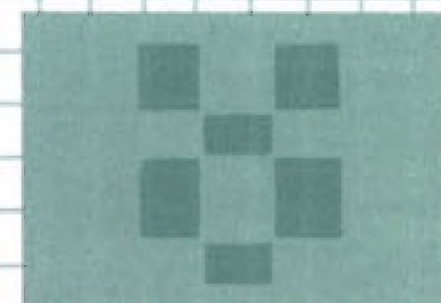
button. If you hit the WARP TRAKKER, it explodes and you score energy units. (Consult Scoring Chart.) Any ENERGY BOLTS onscreen at the time are also destroyed by the blast.

The ION CANNON can be used for single or rapid fire. In rapid fire, the ION CANNON has half the range it has in single fire. For single fire, select B*W using the TV TYPE switch. For rapid fire, select COLOR using the TV TYPE switch.

Anytime a WARP TRAKKER is onscreen, the red fire button activates the ION CANNON. Otherwise, it drops MUTRON BOMBS.

MUTRON BOMBS

The moment after you hit a WARP TRAKKER and it explodes, your fire button drops MUTRON BOMBS. If a MUTRON BOMB strikes an ENERGY BOLT, they both ex-



plode and you get some energy units. (Consult Scoring Chart.) If the BOMBS strike the ground, they create craters that the EVIL WARRIORS are swept into. But stay alert! The moment an EVIL WARRIOR is able to hurl another WARP TRAKKER, the ION CANNON is again activated. The active weapon is indicated by the color of the border. Green means you control MUTRON BOMBS.

CASTLE GRAYSKULL™

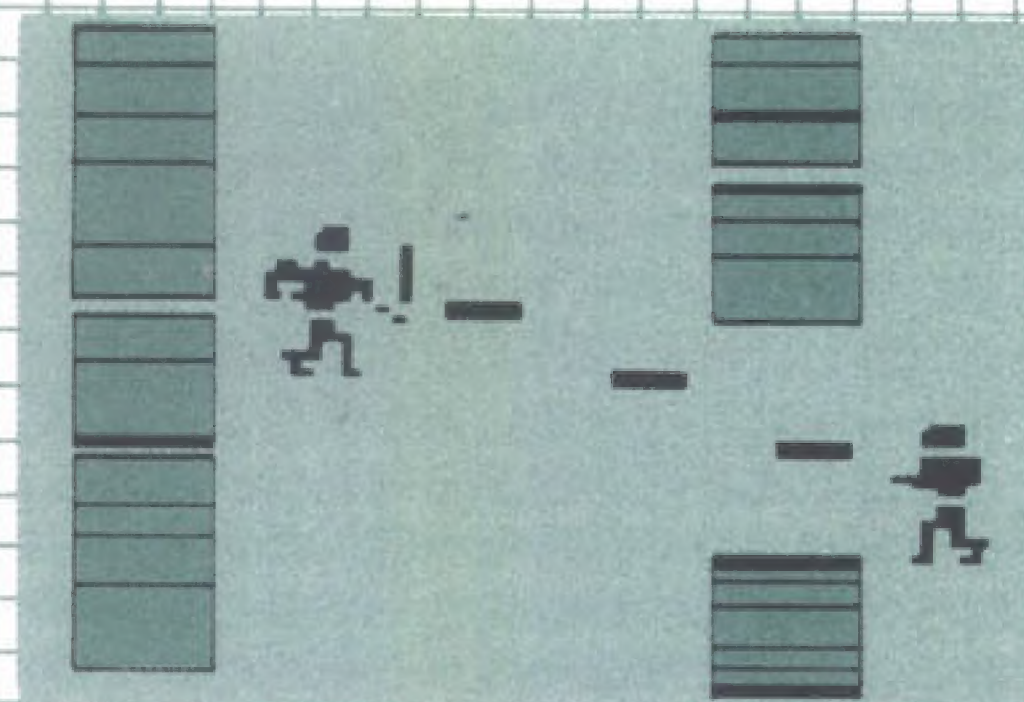
Once you arrive at CASTLE GRAYSKULL, you have completed the first half of your mission. The mystical qualities

of CASTLE GRAYSKULL freeze WARP TRAKKERS and drive off the EVIL WARRIORS. Land your WIND RAIDER on the CASTLE and watch all your WIND RAIDERS automatically be exchanged for energy units. Then, brace yourself to be projected into a dungeon room to battle SKELETOR.

PART TWO

THE BATTLE WITH SKELETOR

In the second half of this game, you must battle SKELETOR inside CASTLE GRAYSKULL. Once you land the WIND RAIDER on top of CASTLE GRAYSKULL, HE-MAN is automatically projected inside a ROOM WITH ROLLING WALLS.



ROLLING WALLS

The ROLLING WALLS move back and forth from left to right. There are three gaps in each wall. HE-MAN must use the gaps to run from the left side of the room to SKELETOR on the right side of the room without touching the walls. Use the joystick to guide HE-MAN. If he touches a wall, he is instantly propelled back to the left side of the room and must start over. He also loses energy units and slows down for a few seconds until the border of the room stops flickering. The longer he takes to get to SKELETOR, the more energy units he loses and the faster the walls move.

LASER BLASTS

But that's not all HE-MAN must worry about. He also must dodge or block all the LASER BLASTS that SKELETOR shoots at him from across the room. HE-MAN can block the blasts by raising his POWER SWORD in front of him. Use the fire button to do this at just the right moment. HE-MAN gets energy units for blocking a blast. If he gets hit, HE-MAN is propelled back to the left side of the room. He also loses energy units and speed until the room stops flickering.

When HE-MAN reaches the opposite side of the room, move him up or down to touch SKELETOR. BY THE POWER OF GRAYSKULL, HE-MAN defeats SKELETOR. A victory screen shows and the HE-MAN theme plays. When it is over, the game automatically starts at the next level. To start the next level sooner, press the fire button.

SCORING

ACTION	ENERGY UNITS*
BOMBING AN ENERGY BOLT	300
DROPPING AN EVIL WARRIOR INTO A BOMB CRATER	200
REACHING SKELETOR IN THE ROOM WITH ROLLING WALLS	200
SHOOTING A WARP TRAKKER	100
FOR EACH WIND RAIDER AFTER LANDING ON CASTLE GRAYSKULL	100
BLOCKING A LASER BLAST WITH THE POWER SWORD	100

ACTION	ENERGY UNITS LOST*
TOUCHING A ROLLING WALL	100
BEING HIT BY A LASER BLAST	100
TAKING TOO MUCH TIME INSIDE THE ROOM WITH ROLLING WALLS	100
REPLACING A WIND RAIDER AT THE WORKSHOP OF MAN-AT-ARMS	100

*MULTIPLY THE NUMBER OF ENERGY UNITS BY THE LEVEL YOU ARE ON.

MAXIMUM SCORE

The maximum score onscreen is 999,900. After this, the score wraps around to 0, but the level and all other aspects of the scoring remain the same.

PEAK SCORE

A peak score is saved from the first time the game is powered up. This score is displayed when the game is over, alternating with the current score. The peak score flashes on and off while it's displayed. The solid score is the current score. If the game ends in the ROOM WITH ROLLING WALLS, the non-zero score is the peak score.

PLAYING LEVELS

There are 8 levels in this game. After level 8, you can keep playing, but the level of difficulty does not increase. As you play, the movements of the WARP TRAKKERS and SKELETOR become more jerky and less predictable. Everything speeds up and BOLTS, BLASTS, and TRAKKERS are fired more often.

WINNING TIPS



The WARP TRAKKERS home in on the WIND RAIDER above the level of the ION CANNON. So don't hover at the top of the screen.



Drop bombs as often as possible. This way you can sweep as many EVIL WARRIORS as possible off the screen, as well as keep them from throwing WARP TRAKKERS.



If an EVIL WARRIOR is swept off the screen while a WARP TRAKKER is present, no new EVIL WARRIOR appears until HE-MAN destroys the WARP TRAKKER or it destroys his WIND RAIDER.



Stay off the bottom of the screen. The EVIL WARRIORS can and will fire when you're directly above them.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Service Center
13040 East Temple Ave.
City of Industry, California 91746

800-421-2826

(In Alaska and Hawaii call collect 213-978-7056)

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

MATTEL ELECTRONICS®